VITAL LACERDA

KANBAN EV

A game for 1 to 4 players

SOLO RULES & REFERENCE BOOK

You have just been hired at the company. Your productivity will be measured and if it is lacking, your employment will be immediately terminated. Sandra, your manager, has assigned two of her best engineers to measure your productivity during your probationary period.

Please meet Mr Lacerda, the senior engineer and a man of great repute. He performs his tasks well, and only after careful consideration. Also meet Mr Turczi, the junior designer. He is a quick thinker, and even quicker to rush ahead with actions. Worst of all, they are both on record as saying they thought you should not have been hired at all, so watch your step out there!

EAGLE-GRYPHON GAMES

SOLO RULES

COMPONENTS

11 Plan cards

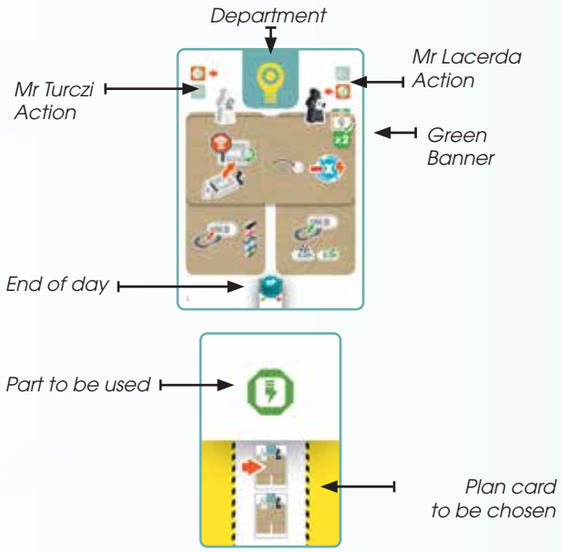
18 Selection cards

9 Difficulty cards

2 Colleagues and 10 discs (5 per Colleague color)

2 Certification markers (1 per Colleague color)

1 Solo Player aid



CREDITS

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In the following rules, "you" refers to the lone human player, while the 2 bots will be referred to individually by name: Mr Lacerda and Mr Turczi, and collectively as the Colleagues.

SETUP

Perform a normal 3-player setup for you (starting at 15 PP) and the Colleagues, with the following exceptions:

- The Colleagues do not use Player boards, Locks, Performance Goals, or Kanban Order cards. They do not collect Part Vouchers, Books, or Generic Speech tokens. They have a fixed number of Speech tokens (which they never spend or add to), as explained under Meetings. They do not earn PPs or Banked Shifts.
- Designate a player area for each of the Colleagues, in which they will collect Design tiles, Cars, Car Parts, and cards. Mr Turczi's play area should be to the left of Mr Lacerda's.
- Take 4 random, upgradeable Designs from the Central stack, and place them in a stack between the two Colleagues' play areas. Reshuffle the deck. These Designs are shared between them.
- You draw 4 Performance Goal cards during setup instead of 3.
- Set up only one random Factory Goal per type, with one Generic Speech token on each. The Colleagues will never achieve any Factory Goals.
- Place only one random Award tile face down above the final space of each training track, with one Generic Speech token on top of each Award tile.
- Mr Lacerda starts on the second space of the training tracks. Mr Turczi and you start on the first one as per the usual rules.
- Separate the "Reshuffle" Plan card and shuffle the remainder together to form a face-down deck. Lay 3 of them out in a column face up, next to the Game board. Then add the "Reshuffle" card to the bottom of the deck.

- Shuffle the Selection cards, and keep them in a face-down deck next to the Plan deck.

GAME PLAY

After setup, perform the following steps, which replace the normal "New Employee Orientation" procedure:

- Take the Design tile on the top of the Central stack, and one Car Part from the supply corresponding to the type not present in the Logistics department, and place them on your Player board.
- Place your Certification marker on one of the four spaces in the leftmost section of the Certification track, and receive the benefit printed on that spot (if any).
- Place Mr Turczi's Certification marker on the 3rd starting position (2nd space from the left), or the 4th if you selected the 3rd.
- Place Mr Lacerda's Certification marker on the 1st starting position, or the 2nd if you selected the 1st.

Note: The Colleagues ignore the printed benefits of the Certification track.

PRODUCTION POINTS

Whenever one of the Colleagues would gain PP, you lose PP instead. It is possible for you to go below 0 PP.

ON YOUR TURN

Play your turn as normal with the addition that you must obey the 2-player rule that you may not move to the department corresponding to Sandra's location. The Colleagues do not have this restriction.

ON THE COLLEAGUES' TURNS

Whenever the Selection deck empties, simply reshuffle all discarded Selection cards, form a new deck, and continue drawing as needed.

These rules are compatible with all variants.

DEPARTMENT SELECTION PHASE

REFILL THE PLAN STEP

Skip this step in the first Department Selection Phase, as setup has already filled the column to three cards.

At the beginning of the Department Selection Phase, deal 2 Plan cards in a column below the remaining Plan card.

If a Reshuffle card is drawn, put it in the discard pile, and continue drawing. When the column is filled with 3 cards, if there is a Reshuffle card on the top of the discard pile, shuffle the discard pile and deck together to form a new deck to be used in the next Department Selection Phase.

If the deck runs out before the column is filled, immediately shuffle all cards in the discard pile to form a new deck and continue drawing.

COLLEAGUE'S SELECTION

When it's a Colleague's turn to select a department:

1. Flip the top Selection card; 2. Take the indicated Plan card (top or bottom of the column); 3. Place both cards in that Colleague's play area; 4. Move the Colleague's Worker meeple to the location indicated on the Plan card, onto the top or bottom workstation (bottom for Mr Lacerda; top for Mr Turczi).

If the selected department is not valid, (i.e. the Colleague's preferred workstation is occupied, or if the Colleague is already in that department), they select the next valid department cycling top to bottom. (Administration is after Design, and R&D is after Administration, etc.)

Example:

The Workers are in the following departments: Mr Turczi is in R&D (top); Sandra is in Assembly; you are in Design (top); and Mr Lacerda is in Administration (bottom). The three Plan cards in the column are "Design", "Logistics", and "Administration".

It is Mr Turczi's turn to select a department first. The flipped Selection card shows the "Top" Plan, so Mr Turczi wants to be placed in the Design department, but cannot (as the top workstation is occupied by you), so he is placed in the top workstation of Administration (the next department) instead. Then, it's Sandra's turn and she moves to Logistics, to the top workstation (the first available space for her).

Then it's your turn to move, and you may move to any other department except Logistics (because Sandra is there) and Administration (as it is full).

Finally, it's Mr Lacerda's turn and the next flipped Selection card shows "Top" again, so of the remaining two Plan cards Logistics is selected. Even though Sandra is there (and blocking Logistics for you), the Colleagues do not fear Sandra, and Mr Lacerda is placed on the bottom workstation of Logistics.

WORKING PHASE

When it's a Colleague's turn to work:

1. First they advance once on the training track of their current department;
2. Then perform some additional actions depending on the department. These actions are noted on the Plan card chosen in the Department Selection Phase.

- The Certified Lacerda rule: When Mr Lacerda works in a department where he is Certified (including if Certification was achieved that turn), he will also perform the effects shown in the green banner depicted on the card. Otherwise, ignore the green banner effects.

- Selecting Parts: Several actions will instruct you to choose a Car Part on behalf of the Colleagues.
  - The first time a Colleague needs to select a Car Part during a turn, use the Part on the Selection card used to pick his Plan card.
  - The second time a Colleague needs to select a Car Part during a turn, use the Part on the Selection card used to pick the other Colleague's Plan card.
  - For the third time onwards simply flip the next Selection card, use its Part, and then immediately discard it.

Once both Colleagues have finished their Work Phase for this day, discard both Plan cards and both Selection cards that are in their play areas into their respective discard piles.

DEPARTMENTS

DESIGN

Take the 2 tiles corresponding to Sandra's location (R&D: 1st column from left, Assembly: 2nd column, Logistics: 3rd column, Design: 4th column, Administration: 5th column.

Mr Lacerda, if Certified, also takes the top tile from the Central stack (unless it's empty).

Upgradeable Design tiles taken by either Colleague are placed at the bottom of their shared Design stack.

Non-upgradeable tiles are immediately returned to the bottom of the Central stack instead, and the Colleagues score 2 PP per each tile returned.

LOGISTICS

Mr Lacerda will Issue a Kanban Order, then Collect Parts once (twice if certified).

Mr Turczi will just Collect Parts once.

Issue Kanban Order

Flip the top card of the Kanban deck, place it in its space with the 2 symbols for the same Part oriented to align with the matching warehouse (i.e. double Battery or Autopilot at the top; double Body or Electronics at the bottom). Then, if Sandra is in R&D, Assembly or Logistics, shift the card so that 4 symbols are above the line; if Sandra is in Design or Administration, shift the card so that 4 symbols are below the line. Refill Parts as shown by the Kanban card according to normal rules, then return the card to the bottom of the Kanban deck.

Collect Car Parts

Choose a Part (using Selection cards): the Colleague removes all Parts of that type from the warehouse, keeps 1 and discards the rest. If no Parts of that type are available, select another. The Colleagues keep a maximum of 6 Parts between them; if they gain a 7th, reduce down to 6 by discarding the type that is lowest on the Upgrade Value track (if tied, select a tied Part at random). The Parts they keep will score them PP in Final Scoring.

ASSEMBLY

Mr Lacerda will Provide a Needed Part once (twice if certified).

Mr Turczi will Provide a Needed Part once.

When Providing a Needed Part, first empty any full Assembly spaces, then use the Selection cards to choose a Car Part. In the unlikely event that such a Part is not available in the supply, select another one.

Select the Car corresponding to Sandra's position (R&D: Concept, Assembly: SUV, Logistics: City, Design: Truck, Administration: Sports).

If it is permitted under the usual rules to provide that Part for the chosen Car, place one from the supply. If it is not permitted, choose the next Car, cycling to the right (Sports Car is followed by Concept Car). If it is not permitted to provide the Part for any Car, the action is lost.

Important: The Colleagues must still provide any Upgraded Parts for a given Car first, so this might mean certain placements are not permitted.

Then, when the Cars move through the Assembly line and a choice needs to be made between arrows, Mr Lacerda moves the Cars from top to bottom, or bottom to top before moving left, while Mr Turczi always moves left (where it is possible to choose).

If a Car is moved off the end of a conveyor, the Colleague gains the PP, and in addition if the Car matches a Demand tile the Colleague gains another 1 PP and discards a Generic Speech token from the corresponding Demand tile.

R&D

Mr Lacerda will Upgrade a Design once (twice if certified), then Claim the Car immediately following the Pace Car, if there is one.

Mr Turczi will Upgrade a Design once, then Claim the Car with the highest PP value (Concept > Sports > Truck > SUV > City), regardless of its position.

Upgrade a Design

The Colleague performs the upgrade corresponding to the tile on the top of their shared Design stack (using a Car Part from the supply). They place it in order of preference on: the highest available PP space, then a Banked Shift space, a Books space, and finally a blank space. They ignore any printed benefits in Upgrade spaces, then flip that tile to show its Upgraded Design, and place it in their play area. Then, advance the value of the Car Part (as usual), and the Colleague gains PP equal to the new value of the Part (or 6 PP, if the value was already 6 PP).

Claim Cars

The Colleague simply takes (and keeps) the selected Car. They do not require Designs for this. If there are no Cars on the Test track, the action is lost.

ADMIN

Mr Turczi advances on one department's training track: the one corresponding to Sandra's location (this might mean Administration gets advanced twice if Sandra is also in Administration).

Mr Lacerda does the same, but if certified, he does it twice.

Certifications and Advanced training

These rules apply whenever the Colleagues advance on training tracks:

- If a Colleague becomes certified in a department, advance their Certification marker on the Certification track as follows:

Mr Lacerda places his Certification marker on the 1st space in the next section, or the 2nd if your marker is already on the 1st.

Mr Turczi places his Certification marker on the 3rd space in the next section, or the 4th if your marker is already on the 3rd.

The Colleagues ignore any printed benefits on the Certification track.

- If either Colleague reaches the final space on a department's training track before you do, the Speech token is discarded and they score 1 PP. The Award is ignored by the Colleagues, and can still be obtained by you.

Scoring for training tracks

- The first player (you or a Colleague) to get certified in a department gains 2 PP.
- The first player (you or a Colleague) to reach the final space on a training track gains 3 PP.
- Final scoring for training tracks also changes (see next page).

END OF DAY

If (and only if) the one remaining Plan card has one or more Parts depicted at the bottom, choose another Part by flipping a Selection card. If the Part from the Selection card forms a valid Recycling pair with a Part on the Plan card (i.e. one is present in Recycling, and the other one isn't), make the swap; otherwise Recycling doesn't change. If there is more than one valid Recycling pair, you choose which to swap.

END-OF-WEEK

The Colleagues score 2 PP for each Upgraded Design tile they have. These tiles are then removed from the game (and so will not be scored again at the end of the next Week).

MEETING

In Certification track order, perform the Meeting as normal, with the following changes:

Colleagues don't play Performance Goals, and nor do they interact with yours.

Mr Lacerda has a number of Generic Speech tokens equal to number of the meeting (1, 2, 3, or 4). He picks cards to place Speech tokens on from left to right, starting from the leftmost card (and skipping cards that are already full) and scores the maximum available multiplier for each such card.

Mr Turczi always takes exactly 3 Generic Speech tokens. He picks cards to place Speech tokens on from right to left, starting from the rightmost card (and skipping cards that are already full) and scores as if he had a single multiplier for each such card.

If the Colleagues were unable to place all of their Speech tokens (due to cards being full), return any remaining tokens to the supply

After the meeting, you must play 2 of your remaining 3 Performance Goal cards, add 2 randomly drawn from the deck, shuffle them together and lay them out randomly to create new Goals for the next meeting, then redraw back up to 4 Performance Goal cards.

FIRING

If, after an End-of-Week scoring, a Meeting, or Final Scoring, you're at or below 0 PP, you are fired, and lose the game immediately! If this does not happen on any of these occasions, you win and may go on to discover your final rank. Record your final score to keep track of your achievements!

END OF GAME & FINAL SCORING

At game end first perform your own Final Scoring the same way you would in a multiplayer game, including spending left-over Speech tokens for endgame achievements, but with the following instead of step 5:

- For each department's training track on which you are furthest ahead (with ties broken in order of the markers from top to bottom, as usual), earn 5 PP.

The Colleagues then score for the following:

- 5 PP per training track on which either of them are furthest ahead;
- 2 PP per Design tile (both Upgraded in their play areas, and in their shared Design stack);
- 2 to 6 PP per Car they kept (based on the Cars' endgame value);
- 2 to 6 PP per Car Part they collected, equal to the value of that Car Part.

For each PP they score, decrease your PP instead, as usual. If after this your score is positive, you have won the game! Refer to the Ranks list in the next column to see which is the highest rank for which you've met all the criteria.

RANKS

1.MUSK-A-TIER

- Either 5 Cars of one Model and 6 Tested Designs of the same Car Model OR 5 different Cars and at least 1 Tested Design for each Car Model.
- During the game, your performance never reached 20 PP, but after Final Scoring you finished with 50 PP or more.

2. THE CEO

- 50 PP or more after Final Scoring
- 5 different Cars
- Tested Designs that have a total value or 30 PP or more
- 8 or more Banked Shifts
- 5 Certifications

3. FACTORY MANAGER

- 30 PP or more after Final Scoring
- 3 or more Cars
- Tested Designs that have a total value of 12 PP or more
- 5 or more Banked Shifts
- 4 or more Certifications

4. ASSISTANT SUPERVISOR

- 15 PP or more after Final Scoring
- 2 or more Tested Designs
- 2 or more Banked Shifts
- 2 or more Certifications

5. INTERN

- Made it to the end of the game with 1 PP or more!
- 2 or more Tested Designs

INCREASING THE DIFFICULTY

Before starting the game, shuffle the 9 Difficulty cards, and select 2 of them to play with. Alternatively you may choose any number of them to play with instead of selecting randomly.

1. Certified Lacerda: Mr Lacerda uses "if certified" options on the actions even before getting certified.

2. Cushy Speech: Speech tokens acquired by the Colleagues (in Assembly and at the top of training tracks) score 2 PP, instead of 1 PP.

3. Certified Advantage: Colleagues score the PP shown on the Certification track, plus 1 PP (or 2 PP if "Cushy Speech" is also in play) per Generic Speech token they're due.

4. Productive Upgrades: If one of the Colleagues places a Part, and it covers a PP bonus space, the Colleague scores them (any other bonus is still ignored).

5. Optimized Upgrades: If one of the Colleagues places a Part, and it covers a non-PP bonus space, the Colleague scores 1 PP.

6. Increased Quotas: The Colleagues score one additional PP (3 PP total) per Upgraded Design they have during the End-of-Week scoring.

7. Forced Overtime: Whenever a Colleague would advance on a training track they already maxed out, they cancel one of your Banked Shifts instead, if any.

8. Keeping up with the Colleagues: During End-of-Week scoring, besides the Colleagues scoring their Designs, they also score 2/4/6/8 PP (at the end of the 1st/2nd/3rd/4th week).

9. The Immediate Termination Clause: If your PP reaches zero at any time (not just after a Meeting or End-of-Week scoring), you are immediately fired and have lost the game.

SPEEDCHARGER EXPANSION

This expansion provides players with a range of permanent special abilities that they may pay Shifts to unlock.

During setup, Place 3 Charger tokens per player + 2 in a supply next to the Game board. (14 Charger tokens in 4-player games, 11 Charger tokens in 3-player games, 8 Charger tokens in 2-player games.)

Each player receives 1 of the 4 Charging boards which is placed next to their Player board.

When working Shifts in Administration, you may spend 1 Shift to take a Charger token from the supply and place it on a free space of your choice on your Charging board. You can only take one Charger token per turn. You cannot take this action if your Charging board is full.

At the end of the game, each Charger token on your Charging board is worth 1 PP for each Car in your garages.

Example:

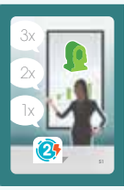
If you have 3 Cars and 4 Charger tokens, you score 12 PP.

The available special abilities are:

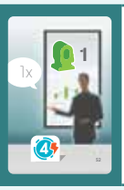
1. Every time you work in R&D: you may upgrade 1 Design with a Car Part from the supply.
2. Every time you work in Assembly: you don't have to provide Upgraded Parts before non-Upgraded Parts.
3. Every time you work in Logistics: you bank 2 Shifts instead of 1 when placing a Kanban card.
4. Every time you work in Design: when you take a Design from the Central stack, gain 1 Book.
5. Every time you work in Administration: you may work 1 extra Shift.

THE SPEEDCHARGER EXPANSION ADD-ONS

6 Performance Goal cards:
Shuffle the cards into the Performance Goals deck, and proceed as usual.



2 PP for each Charger token you have.
(score up to 3×)



4 PP for having a Charger token in the depicted position.
(score up to 1×)

4 Final Goals:
Optionally use one of these in place of a Final Goal tile from the base game.

6 PP if you have at least 7 Banked Shifts.
8 PP if you have at least 4 Charger tokens.
7 PP if you completed training in at least 2 departments.

8 PP if you have 4 Cars of different Models.
7 PP if you have at least 3 Upgraded Designs for the same Part.
6 PP if you are Certified in Logistics and have a Charger token in position 1.

7 PP if you have at least 2 Parts Voucher tokens.
6 PP if you have Charger tokens in positions 2 and 4.
8 PP if you are Certified in all 5 departments.

7 PP if you have at least 2 Books.
6 PP if you have Charger tokens in positions 3 and 5.
8 PP If you have at least 2 Speech tokens on your player board.

SPECIAL GARAGE TILES EXPANSION

In this variant, each player starts with a different bonus in their 5th garage. During setup, in turn order starting with the last player on the Certification track, each player chooses one Special Garage Bonus tile.

Place the tile in your 5th garage instead of the normal 5th Garage Bonus tile. Once you have a Car in the 5th Garage you can activate the tile, then flip it over. The tiles are described below.

When combining these with The Planner (Variant 2 of the rulebook), you may only choose the order of the 4 regular Garage Bonuses. The Special Garage Bonus tile must be placed in the 5th Garage.

In a future turn Upgrade one Design from your Desk with a Part from the supply.

In a future turn take a Design tile. Gain the benefit, if any.

In a future turn, train once in 2 different departments. If you get certified, proceed as usual.

Score the endgame value of the Car you placed in this garage.

In a later turn you are allowed to spend up to 5 Shifts (instead of the usual 4).

Avoid one of Sandra's penalties (remove this tile during setup when playing with the Nice Sandra variant).

Immediately place one of your Speech tokens (or a generic one if you do not have any available) on top of this tile. Once you use it in a Meeting flip the tile.

The expansions described above are part of the Kickstarter campaign, not a part of the base retail game. They are available for purchase at eagle-gryphon.com and at your usual game store.

FINAL GOALS

Spend 1 Speech token per achievement you wish to score on the Final Goal tile. Each player may score each achievement on the tile once (more than one player can score the same achievement). You may use Generic Speech tokens.

- 7 PP if you have at least 3 Cars of the same Model.
- 6 PP if you have Upgraded Designs for at least 3 different Parts.
- 8 PP if you are Certified in all 5 departments.

- 8 PP if you have 5 Cars.
- 6 PP if you have at least 4 Upgraded Designs.
- 7 PP if you are Certified in 4 departments.

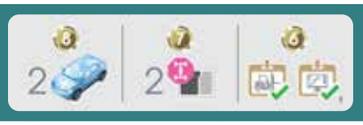
- 8 PP if you have at least 4 Cars of different Models.
- 7 PP if you have at least 3 Upgraded Designs for the same Part.
- 6 PP if you are Certified in Logistics and Assembly.

- 7 PP if you have at least 2 Sports Cars.
- 8 PP if you have at least 5 Upgraded Designs.
- 6 PP if you are Certified in Administration.

- 8 PP if you have at least 2 Concept Cars.
- 7 PP if you have at least 2 Upgraded Designs for Body.
- 6 PP if you are Certified in R&D and Design.

- 6 PP if you have at least 7 Banked Shifts
- 8 PP if you have at least 3 Books on your Player board.
- 7 PP if you completed training in at least 2 departments.

- 8 PP if you have at least 2 City Cars.
- 7 PP if you have at least 2 Upgraded Designs for Battery.
- 6 PP if you are Certified in R&D and Assembly.



- 8 PP if you have at least 2 SUVs.
- 7 PP if you have at least 2 Upgraded Designs for Drivetrain.
- 6 PP if you are Certified in Logistics and Design.

- 8 PP if you have at least 2 Trucks.
- 7 PP if you have at least 2 Upgraded Designs for Electronics.
- 6 PP if you are Certified in Assembly and Design.

- 7 PP if you have at least 3 Cars of the same Model.
- 7 PP if you have at least 5 Tested Designs
- 7 PP if you are Certified in 3 or fewer departments.

- 8 PP if you have 5 Cars of different Models.
- 8 PP if you have Tested Designs for at least 5 different Parts.
- 8 PP if you have completed training in only 0 or 1 departments.

IMPORTANT GAME ICONS

1 Immediate PP

1 PP during Final Scoring

3 Workstation Shifts

Bank 1 Shift

Choose any 2 different single benefits from the 4 depicted

Certification

Spend 1 Shift

Take a car from the track

Design

Upgraded Design

Tested Design

Take a Design from the Central Deck

Generic Speech

Part

Parts Voucher

Book

PERFORMANCE GOALS

You must play one Peformance Goal card from your hand during a Meeting. You don't have to place a Speech Token on it, but if you do both in the same turn your Speech Token must be placed on the Performance Goal you played. After playing your Performance Goal you can pass on following turns in the same Meeting. The Meeting ends when all players pass consecutively.

CARD	DESCRIPTION
1	2 PP for each Car in your garages. (score up to 3×)
2	3 PP for each different Car Model in your garages. (score up to 3×)
3-7	4 PP for each Car Model of this type in your garages. (score up to 2×)
8-13	4 PP for each Upgraded Design you have for this Part. (score up to 2×)
14	2 PP for each Upgraded Design you have. (score up to 3×)

CARD	DESCRIPTION
15	4 PP for each Tested Design you have. (score up to 2×)
16-18	2 PP for each Part of these 2 types you have. (score up to 3×)
19-21	4 PP for each Car you have in any of these two garages. (score up to 2×)
22-26	4 PP for being Certified in the depicted department. (score up to 1×)
27	2 PP for each Design on your player board. (score up to 3×)

CARD	DESCRIPTION
28	2 PP for each Book you have. (score up to 3×)
29	3 PP for each department in which you are Certified. (score up to 3×)
30	2 PP for each Parts Voucher you have. (score up to 3×)
31	2 PP for each Banked Shift you have. (score up to 3×)
32	3 PP for each Speech token you still have on your Player Board. (score up to 3×)

CERTIFICATIONS

RESEARCH & DEVELOPMENT (R&D)

Once you are certified in this department, remove the Lock from your Double-Upgrade tile on your Player board. You now have a one-time ability to double-upgrade a Design whenever you complete the Upgrade a Design task (page 15 of the rulebook).

ASSEMBLY

Being certified in Assembly unlocks the 5th garage space on your Player board. Although this garage is unlocked by being certified in Assembly, you only gain the benefit of it when you park a Car in there.

LOGISTICS

- You can store 1 additional Car Part on your Player board.
- You may complete the Receive Parts Voucher task (page 11 of the rulebook).

DESIGN

- You can store 1 additional Design on your Player board.
- You may complete the Select an Advanced Design task (page 10 of the rulebook).

ADMINISTRATION

Becoming certified in Administration allows you to have 1 additional Speech token on your Player board.